

Archaic Age

RA

Focus: Camels

Bonus:

- Priests can empower
- Chariots and camels more hitpoints and faster
- Monuments cheaper and stronger



Rain



Skin of Rhino

ISIS

Focus: Economy

Bonus:

- Monuments shield from god powers
- +3 pop cap for Town Centers
- Improvements cheaper



Prosperity



Flood of the Nile

SET

Focus: Archers

Bonus:

- Priests can convert wild animals
- Pharaoh can summon animals
- Archers train faster
- Migdol cheaper



God Power

Myth Unit

Improvement



Vision



Feral

Classical Age



BAST villagers



Eclipse



Sphinx



Sacred Cats



Adze of Wepwawet



Criosphinx



Hieracosphinx



ANUBIS infantry/myth



Plague of Serpents



Anubite



Feet of the Jackal



Serpent Spear



Necropolis



PTAH technology



Shifting Sands



Wadjet



Shaduf



Scalloped Axe



Electrum Bullets



Leather Frame Shield



BAST villagers



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Heroic Age



HATHOR buildings



Locust Swarm



Petsuchos



Roc



Medjay



Crocodopolis



Sun-dried Mud Brick



HATHOR buildings



Locust Swarm



Petsuchos



Roc



Medjay



Crocodopolis



Sun-dried Mud Brick



SEKHMET archers/siege



Citadel



Scarab



Bone Bow



Slings of the Sun



Stones of Red Linen



Ram of the West Wind



NEPHTHYS priests



Ancestors



Leviathan



Scorpion Man



Spirit of Ma'at



Funeral Rites



City of the Dead



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Mythic Age



HORUS infantry



Tornado



Avenger



Axe of Vengeance



Greatest of Fifty



Spear on the Horizon



OSIRIS camels



Son of Osiris



Mummy



Atef Crown



Desert Wind



New Kingdom



Funeral Barge



OSIRIS camels



Son of Osiris



Mummy



Atef Crown



Desert Wind



New Kingdom



Funeral Barge



THOTH buildings



Meteor



Phoenix



Sea Turtle



Book of Thoth



Tusks of Apedemak



Valley of the Kings



HORUS infantry



Tornado



Avenger



Axe of Vengeance



Greatest of Fifty



Spear on the Horizon



THOTH buildings



Meteor



Phoenix



Sea Turtle



Book of Thoth



Tusks of Apedemak



Valley of the Kings

Egyptian



Temple

Monument

Archaic Age

Town Center

Villager

Pharaoh

Priest

Mercenary

House

Lumber Camp

Hand Axe

Mining Camp

Pickaxe

Granary

Husbandry

Hunting Dogs

Farm

Dock

Fishing Ship

Wooden Wall

Outpost

Classical Age

Masons

Bow Saw

Shaft Mine

Plow

Kebenit

Transport Ship

Purse Seine

Enclosed Deck

Stone Wall

Watch Tower

Signal Fires

Crenelations

Barracks

Spearman

Axeman

Slinger

Medium Spearmen

Medium Axemen

Medium Slingers

Armory

Copper Weapons

Copper Mail

Copper Shields

Heroic Age

Mercenary Cavalry

Architects

Fortified Town Center

Carpenters

Quarry

Irrigation

Ramming Galley

War Barge

Salt Amphora

Archer Ship Cladding

Fortified Wall

Guard Tower

Carrier Pigeons

Boiling Oil

Levy Barracks

Heavy Spearmen

Heavy Axemen

Heavy Slingers

Bronze Weapons

Bronze Mail

Bronze Shields

Migdol Stronghold

Chariot Archers

Camelry

War Elephants

Heavy Chariots

Heavy Camels

Heavy Elephants

Levy Migdol

Market

Camel Caravan

Ambassadors

Tax Collectors

Siege Works

Siege Tower

Draft Horses

Mythic Age

Flood Control

Reinforced Ram

Conscript Sailors

Naval Oxybeles

Citadel Wall

Ballista Tower

Conscript Barracks

Champion Spearmen

Champion Axemen

Champion Slingers

Iron Weapons

Iron Mail

Iron Shields

Burning Pitch

Champion Chariots

Champion Camels

Champion Elephants

Conscript Migdol

Coinage

Catapult

Engineers

Lighthouse

Wonder